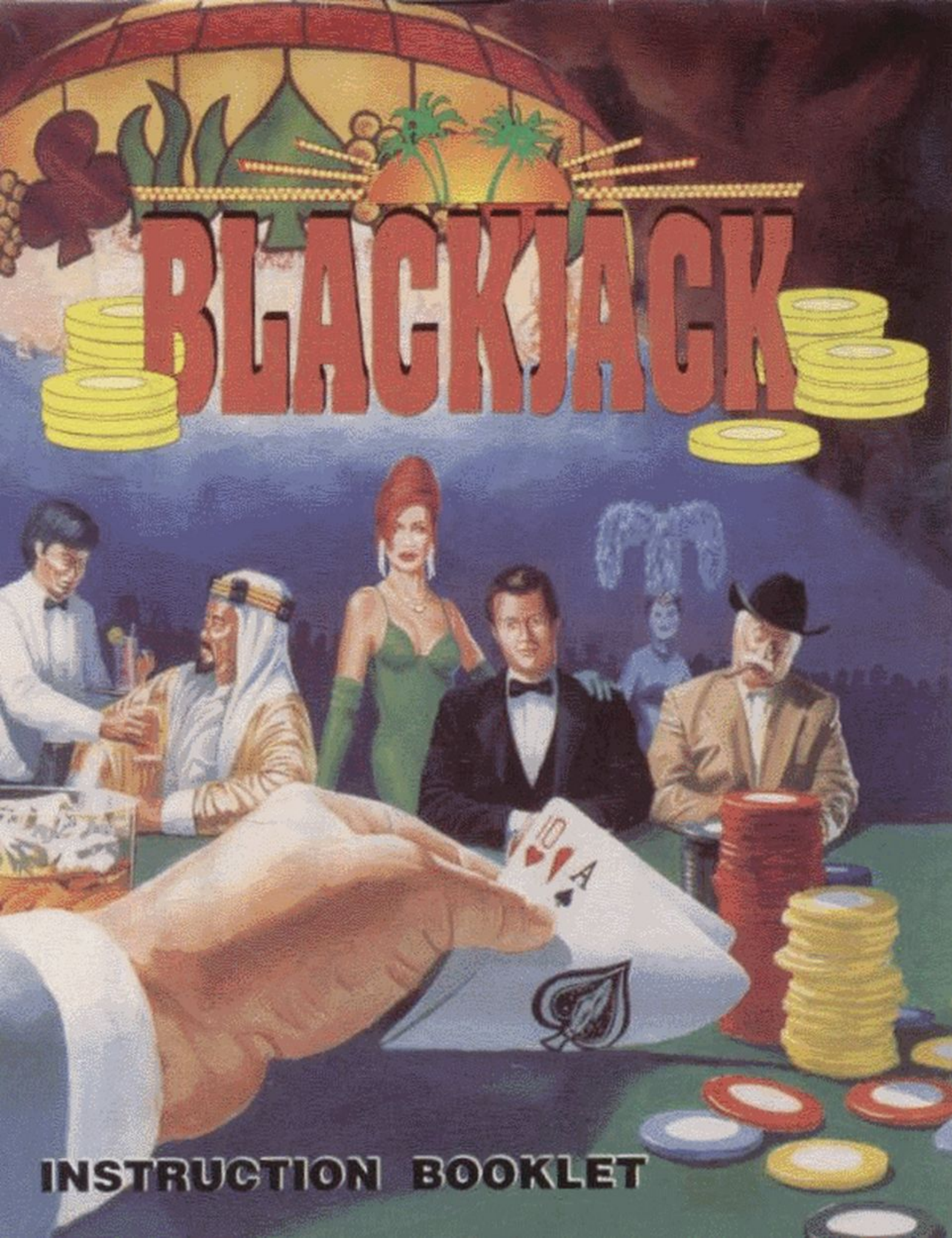
BLACKJACK
INSTRUCTION BOOKLET

Thank you for purchasing BLACKJACK,™ another new exciting video game from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System,™ still the best video game value available.

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- ♠ Double Down, Splitting Pairs, Insurance they're all here!
- ♠ Entertaining family fun that features SINGLE or DOUBLE player enjoyment!
- ♠ Break the bank on table limits up to $10,000.00!

BLACKJACK

From the bright lights of Las Vegas to the warm sands of Monaco there is one card game that has been the passion of more gamblers than any other - BLACKJACK! Get ready to experience this great game, as you alone or simultaneously with a friend take on a digital dealer in the ultimate game of chance. This game is so enchanting you'll wish there were more than 24 hours in a day.

Every gambler knows BLACKJACK is all about skill, memory, and knowing when its time to play or fold your hand. You and your partner (in two player mode) try to draw A BLACKJACK, cards totaling 21, or getting closer to 21 than the dealer, without going over 21 (a bust). Try to win enough money to keep playing and beat the odds. The ultimate goal is to "Break the Bank" by exceeding the tables limit. The first player to "Break the Bank" wins the game.

The cards are dealt from a dealing shoe, which in this version of Blackjack can contain 1, 3 or 5 decks of cards. The more decks in the shoe, the harder it is for a skilled player to remember cards that have been played. To gain an advantage some players try to remember the cards as they are dealt, so they can more accurately guess what the Dealer's face down card is. This is called counting cards and is against most gambling establishment rules.

BLACKJACK is easy to play. Each player is dealt two cards face up. The Dealer gets two cards, one face up and one face down. The object is to try to get a BLACKJACK, 21 points, or closer to 21 points than the dealer, without going over 21 (busting). If the player busts, then the dealer wins and the player loses the bet. Cards 2 through 9 count at their face value. Picture cards are worth 10 points. Aces count as either 1 or 11 whichever is to the players advantage. For example an Ace and 8 could be worth 9 or 19. A BLACKJACK is an Ace and a 10 point card (two cards only).

If the player and the dealer both get a BLACKJACK the hand is a tie (Push). If only the player gets a BLACKJACK, the dealer will immediately pay the player one and one-half times the bet.

If neither has a BLACKJACK, the player may decide to "STAND" (draw no more cards), or "HIT" (draw more cards). If the card points go over 21, the player loses. If the player draws a total closer to 21 than the Dealer, but not over 21, the player wins one times the bet. The DEALER must HIT on 16 and STAND on 17.

If the player's hand and the Dealer's hand have the same totals, it is a PUSH. Neither wins and the bet is returned. If the total is less than the Dealer, the player loses the bet.

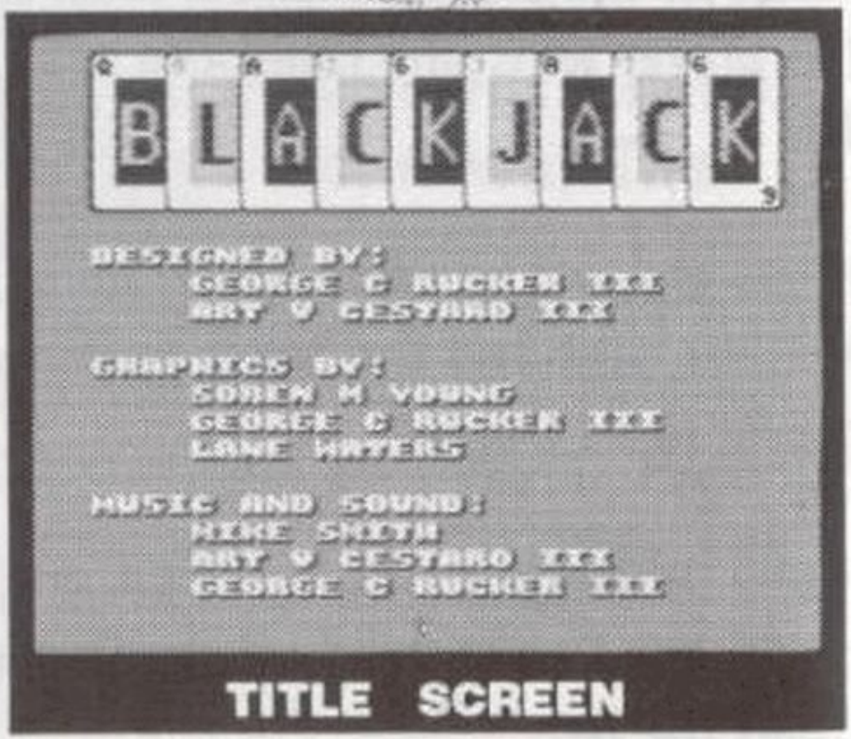
If the Dealer has a BLACKJACK and the player draws 21 with more than 2 cards, the Dealer wins. If the Dealer goes over 21, the player will win one times the bet.

Make sure the power switch on your control deck is turned off.

Insert the BLACKJACK cartridge into your NES console, carefully following the power up instructions in your NES™ user manual.

If the screen flashes on and off, game screen looks garbled or the game will not play see page 13.

From the title screen press START to begin a game.



TITLE SCREEN

DIRECTION PAD

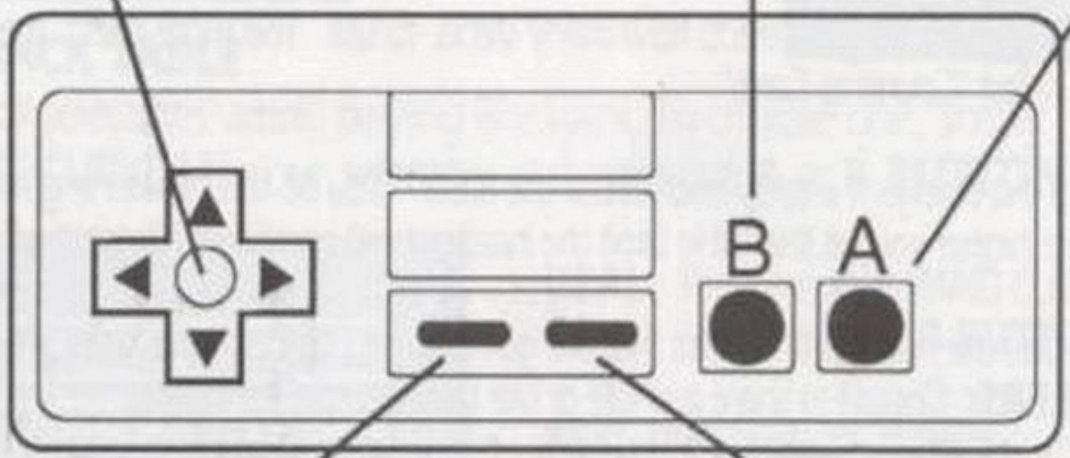
From the Set-up screen use the Direction Pad to chose your game options. From the game screen use the Direction Pad to move the HAND CURSOR.

B BUTTON

Press the B Button to select your next play option.

A BUTTON

The A Button works the same as the B Button.



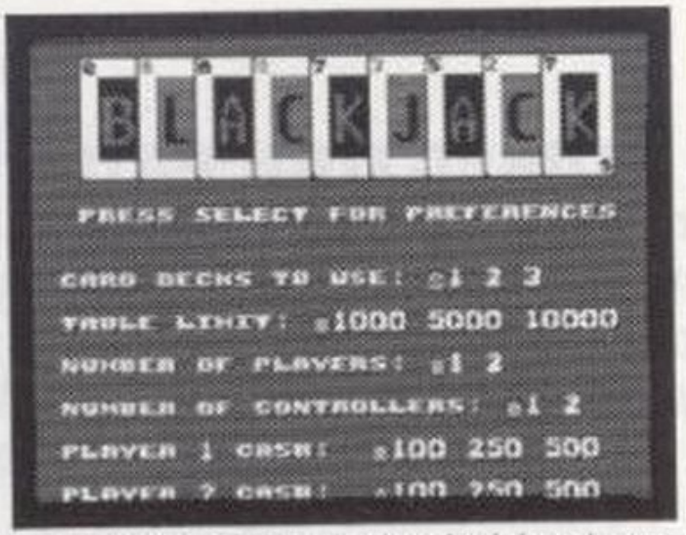
SELECT

Pressing SELECT from the GAME SET-UP or PREFERENCE screens will switch between them.

START

Press START to begin a new game. Press START then SELECT to exit the present game.

After pressing START, the GAME SET-UP SCREEN will be displayed. You can choose the number of players and how the game is played at this time. Use the DIRECTION PAD to make your choices.


BLACKJACK
PRESS SELECT FOR PREFERENCES
CARD DECKS TO USE: 1 2 3
TABLE LIMIT: $1000 5000 10000
NUMBER OF PLAYERS: 1 2
NUMBER OF CONTROLLERS: 1 2
PLAYER 1 CASH: $100 250 500
PLAYER 2 CASH: $100 250 500

CARD DECKS TO USE: This option lets you selects how many decks to use. The more decks, the harder it is to keep track of the cards played, which is called "Counting Cards".

TABLE LIMIT: The object of this Blackjack is to try and "Break the Bank". You do this by winning more money than the table has (called the Table Limit). The higher you set the Table Limit the harder it will be able to "Break the Bank".

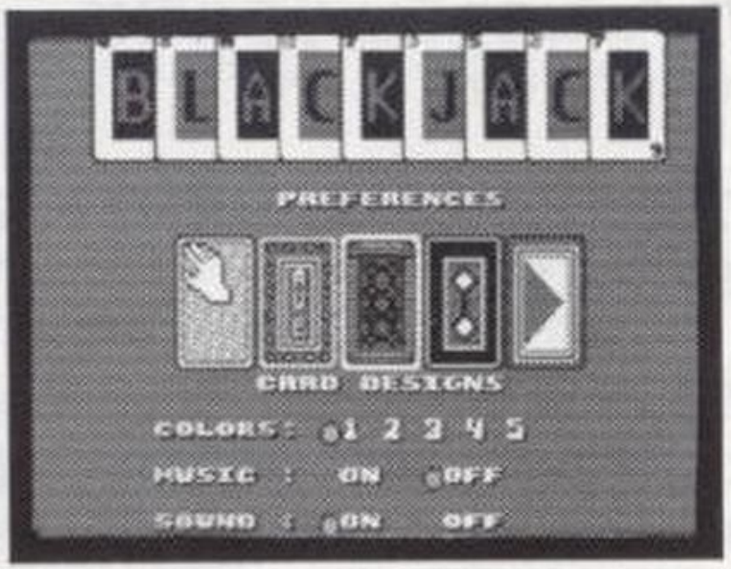
NUMBER OF PLAYERS: Sets the number of players that are going to be playing at the same time.
NUMBER OF CONTROLLERS: Choose to share a single or use two separate controllers.

PLAYER 1 CASH: This is the amount of cash that PLAYER 1 starts with. The more you start with the easier it will be to "Break the Bank".
PLAYER 2 CASH: This is the amount of cash that PLAYER 2 starts with.

PRESS START TO BEGIN: Press the **START** button on Controller 1 to begin playing the game. You can make changes to the way the game looks and sounds from the PREFERENCES menu. The PREFERENCES menu appears when you press the **SELECT** button on Controller 1.

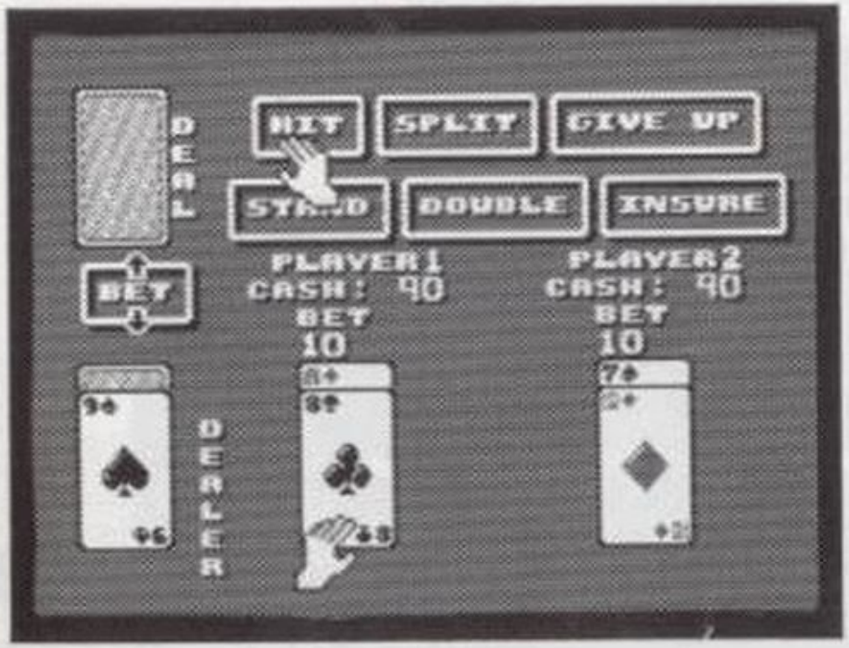
CARD DESIGNS: Choose your favorite design for the back of the cards.
COLORS: Pick from 5 different color combinations. Some color combinations may be easier to see than others.
MUSIC: Turns the background music ON or OFF.
SOUND: Turns sound effects during game play ON or Off.

Press **START** to begin the game. Press **SELECT** to return to the **GAME SET-UP** screen.



THE BLACKJACK TABLE

There are several selections when playing Blackjack. To choose one, simply move the HAND CURSOR to your selection and press the **A** or **B BUTTON**.



DEAL: Positioning the HAND CURSOR on the DEAL button. Pressing either the **A or B BUTTON** starts the deal.

BET: The player can increase or decrease the bet. The minimum bet is $10.00. If his/her cash falls below this amount the player will have to leave the table. To increase the bet position the HAND CURSOR on the up arrow on the bet button. To decrease the bet press the down arrow.

Pressing the **A BUTTON** increases/decreases the bet by $2.00, the **B BUTTON** increases/decreases by $10.00.

HIT: Positioning the HAND CURSOR on this button and pressing either the **A** or **B BUTTON** deals you another card.

STAND: Positioning the HAND CURSOR on this button and pressing either the **A** or **B Button** has the player **STAND**.

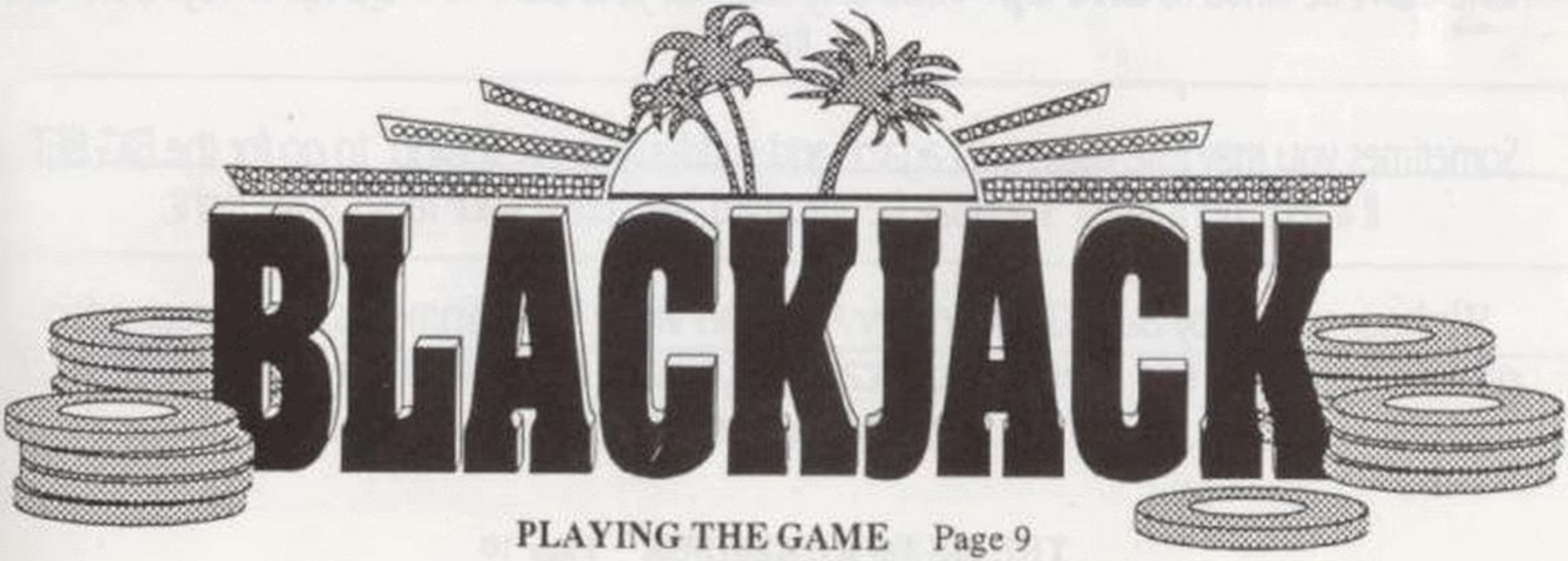
SPLIT: If the player's first cards have the same point value, (Natural Pairs only i.e. 2 KINGS, 2 Queens etc.) they may be split to form two separate hands with an additional amount equal to the bet. Each hand will be played and completed in turn. The player may draw cards on each split hand, with the exception of splitting Aces. Only one card will be dealt to each Ace. The player can split only once on any hand. If a Ten value card is dealt to either Ace, the hand is counted as a Blackjack.

DOUBLE: If the first two cards total 10 or 11 you can Double Down. Doubling Down requires an additional amount equal to the bet.

GIVE UP: Before the player Hits or Stands he/she can also choose "Give Up". If a player Gives Up he/she will only lose half the bet.

INSURE: If the Dealer's face up card is an Ace, he will announce "INSURANCE". The player can make an INSURANCE bet before any other player receives a third card. This requires placing a separate bet, of one-half the bet, in front of the bet. The INSURANCE bet is separate from the bet. If the Dealer has BLACKJACK, the player will be paid an amount equal to twice the INSURANCE bet. If the Dealer does not have BLACKJACK, the player will lose the INSURANCE bet.

QUITTING TO THE MAIN MENU: Press **START** and then **SELECT** to exit back to the MAIN MENU. Press **START** once again to return to game play.



5 CARD CHARLIE: Any player including the dealer drawing 5 cards without going over 21 points is called a "5 CARD CHARLIE. With a CHARLIE the player can beat any other hand except another CHARLIE. If the dealer also has a CHARLIE, the bet is a push and the player's bet is returned.

CARD COUNTING: Counting cards is against most gambling hall rules. It is a secret that many use to beat the odds and it is hard for the dealer to stop you. Try and see if it helps you to win more cash!

One of the most important things to know is when to quit. If you think that you will lose your hand don't be afraid to **Give Up**. You'll only lose half your bet and there will always be a next time.

Sometimes you may lose again and again, and suddenly get a "feeling" to go for the BIG BET. If it feels right do it! You may be surprised how often your feelings are right.

We hope you enjoy BLACKJACK and try American Video Entertainment's other great video games. If you can't find them in your local store you may order direct. See the back pages of this booklet for details.

NOTES

PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH A FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games; American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

PROBLEMS WITH YOUR NES™

If your cartridge will not work, produces garbled characters or causes your television screen to flash on and off you probably have a dirty internal connector (the slot where your game cartridge plugs into the NES™ console).

The Nintendo Entertainment System™ uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES™ and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo™ as well as other manufacturers and they can be purchased anywhere you buy or rent video games. Follow the cleaning kit instructions.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

If you have any other problems
PLEASE DO NOT RETURN CARTRIDGE TO THE STORE WHERE IT WAS PURCHASED.
We will be glad to express a new cartridge to you at no cost. Simply call us at our Toll free number listed below for assistance.

Should you have any further problems call 1(800) HOT-4AVE that's 1(800) 468-4283

The American Video Entertainment Story.

In the beginning, since the first Nintendo™ video game was sold, each cartridge and NES™ has contained a patented lock-out chip.

WHO IS AMERICAN VIDEO ENTERTAINMENT?

American Video Entertainment, Inc. is a American manufacturer and publisher of Nintendo™ compatible games. The goal of our company, founded in San Jose California in 1990, is to produce great games at reasonable prices. Our cartridge compatibility is covered by US Patent (#5,004,232) which was awarded in April of 1991.

WHY ARE AMERICAN VIDEO ENTERTAINMENT PRODUCTS SUCH A GREAT VALUE?

American Video Entertainment manufactures these products in the United States using American technology. We do not pay a licensing fee to Nintendo.™ These saving are passed directly on to you the consumer. You are the winner in two ways - great games at great prices.

SHOULD A CONSUMER HAVE THE RIGHT TO CHOOSE WHAT GAMES THEY WANT TO BUY?

America is built on freedom and that translates to the American consumer's right to choose. The American consumer's judgement is guided by the most sophisticated product information system in the world - the word of mouth.

American Video Entertainment is proud to support the greatest video game value available today - the Nintendo Entertainment System™!

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Street Address

City *State* *Zip/Postal Code*

☐ Male ☐ Female *Age* *Area Code* *Phone Number* *Province*

Thank you for purchasing BLACKJACK. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Rental

☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131

PLACE
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CUSTOMER SERVICE DEPT.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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American Video Entertainment knows what kind of games America wants to play. Our Mindbender games are exciting, challenging, and are more than just shoot-em-ups. These non-violent games teach basic thinking skills and are jam packed with fun for the entire family.

KRAZY KREATURES

Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta line-em-up to move-em-out. Super excitement for one or two players simultaneously.

PYRAMID

Playing Pyramid is easy, there is only one rule, don't let the pit fill up. As each stone falls it must be turned and twisted and fit together perfectly. How much fun can a modern gamer handle? Play Pyramid and find out.

PUZZLE

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skill to unscramble intense picture puzzles before your time runs out.

TILES OF FATE

Enchanted tiles that control the flow of fate have fallen into the hands of mortals. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic castles. It won't be easy but it will be fun.

DUDES WITH ATTITUDE

Explore the secret catacombs of a desert island and find a kings ransom in hidden treasure. This game is simple enough for the young player and packs enough challenge for the experienced gamer. To win you just gotta have the right attitude. Dude...

If action and adventure is more your style we have the games you need. From air battles and espionage to battling the deadly DEATHBOTS our video games give you radical high power excitement at an unbelievable price.

DOUBLE STRIKE

Enter the exotic South Pacific where the most beautiful islands on the earth have become the lair for one of the most vicious terrorist organizations. You must strike! And strike again! Double Strike!

WALLY BEAR and the NO! gang

Grab your skateboard and get ready to play the hottest game with the coolest character - WALLY BEAR! You'll climb to the heights of city skyscrapers and slosh through the depths of slimy sewers.

DEATHBOTS

A massive computer is threatening to detonate a Gamma Bomb, the most powerful weapon ever created. Can you save humanity from mechanized enslavement? Choose from 9 different weapons and stop the DEATHBOTS before they stop you.

IMPOSSIBLE MISSION II

The nations nuclear strike capability has been hijacked by a mad- man. Now its up to you to penetrate Elvin Atombender's headquarters and destroy the core computer system. If you fail... Its total destruction.

F-15 City War

Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with searing missile and gun fire. You and your city's survival is at stake. If you've got the guts.... prove it!

Great graphics, excellent music, never ending excitement. Its all here for you when you play these great games.

VENICE BEACH VOLLEYBALL

They have come from all across America - the best of the best. They are here at the most radical summer hangout in the world, the Venice Beach Open. Features single or double, head to head action.

ULTIMATE LEAGUE SOCCER

You approach the field. The rumble of thousands of fans is deafening. It is time to face Soccer's greatest challenge. Only one team will win the Ultimate League Soccer Trophy. Give it all you've got and go for the World Title!

SOLITAIRE

Alone on a beautiful tropical beach, palm trees sway in the warm summer breeze. The songs of a thousand exotic birds fill the air. You don't have a worry in the world. Experience one of the most popular card games ever - **Solitaire!**

MERMAIDS OF ATLANTIS
The Riddle of the Magic Bubble

You'll burst your brain trying to solve all 24 stages of mind blowing bubble puzzles? Match multicolored bubbles as they float to the top of the underwater cave. This addictive game will challenge your intellect and reflexes.

RAD RACKET - Deluxe Tennis II

Computerized tennis at its best. Play on grass, clay or cement courts. Choose from 6 different players, each one with different playing abilities. If you like tennis you'll love Rad Racket. A simulation so real you will get tennis elbow.

Our games offer the best game playing value available for your Nintendo Entertainment System™. Watch for these exciting new titles at a store near you!

MAXI-15 15in1 cartridge

Get ready for the most technically advanced, most powerful, most challenging, most excellent video game cartridge ever made - MAXI-15. This revolutionary cartridge is jam packed with 15 complete and individual games. Great games like F-15 City War, DEATHBOTS, Krazy Kreatures, and many many more. Contact your local video store and try-out the most powerful 8-bit game cartridge ever.

Experience MAXI-15!!

TROLLS ON TREASURE ISLAND

Play the game with the most popular characters ever. Join two teenage trolls, Samantha and Norbert as they explore a lush tropical island filled with tremendous riches and unknown dangers. Single or double player team or competitive simultaneous game play that features 32 levels of challenge.

STAKK'M

From the sky they fall, gigantic blocks that form an impenetrable barrier. Bringing down the wall won't be easy. Not only must you line up rows of blocks with matching symbols, you must reach a special "Level Goal" which changes with every level. Heart stopping excitement that features single or double player simultaneous game play.

Purchasing any or all of these exciting Games is easy. Order by credit card, call us at (800) HOT-4AVE. If you don't have a credit card we also accept checks and money orders. Call for details.

This booklet may be photocopied freely by customers and video rental stores.

BLACKJACK

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Program and game graphics by Odyssey Software
Cover Illustration by Ken Rieger
Art direction, logo and design by Phil Mikkelson
Instruction booklet by Phil Mikkelson & Patricia Frick
Special thanks to Richard Frick

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